EARTH WHISPER

Spirits of Elemental Earth

Habitat: Desert, Mountains, Planar (Elemental Plane of Earth Underdark; **Treasure:** None

Earth whispers are incorporeal spirits from the Elemental Plane of Earth. They appear as spectral shapes resembling the rocky silhouette of corporeal earth elementals, but partially transparent. They are sometimes mistaken for ghostly undead, a phenomenon that has led many would-be destroyers of an undead scourge on a fool's errand into a mountainous region to investigate sightings of a ghost.

These elemental creatures enjoy being entirely surrounded by natural stone, and spend the vast majority of their lives within the mountainous regions of the world. Only when disturbed, usually by miners seeking to plunder the stone for material wealth, do they emerge to wreak havoc. They despise most mortal creatures, especially miners, seeing them as greedy and destructive. When they encounter creatures who they view as disrespectful to their earthen homes, they do not hesitate to kill by transforming their targets into stone or simply by using their magic to crush anyone in their path. If treated with proper respect and left in relative peace, earth

whispers are generally docile and can even become friendly with creatures who revere and respect the power of primordial stone in the same way they do.

WHISPERS FROM THE EARTH

1d6	The Whisper Wants…
1	To drive away the creatures mining from its mountain home.
2	Vengeance for a rare gem stolen from its hoard.
3	To preserve the primordial secrets only it knows.
4	To see the stones used in a nearby city's construction returned to the earth.
5	To be freed from the domination of an evil elementalist cult.
6	Passage back to the Plane of Elemental Earth.

Earth Whisper

Large Elemental, Neutral

AC 16 **Initiative** +6 (16)
Hit Points 119 (14d10 + 42)
Speed Fly 40 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 14	+2	+2	**DEX** 22	+6	+6	**CON** 16	+3	+3
INT 14	+2	+2	**WIS** 16	+3	+3	**CHA** 18	+4	+4

Skills History +5, Perception +6
Immunities Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Resistances Acid, Bludgeoning, Piercing, Slashing
Senses Darkvision 60 ft., Tremorsense 120 ft., Passive Perception 16
Languages Common, Dwarven, Giant, Gnome, Primordial (Terran)
Challenge 6 (XP 2,300; PB +3)

Traits

Ethereal Sight. The earth whisper can see 60 feet into the Ethereal Plane when it is on the Material Plane.

Incorporeal Movement. The earth whisper can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object that isn't made of natural stone.

Actions

Multiattack. The earth whisper makes a Turn to Stone attack and uses Incite Avarice or Earthen Fear.

Turn to Stone. *Melee Attack Roll:* +9 to hit, reach 10 ft. *Hit:* 15 (2d8 + 6) Cold damage, and the target's Dexterity score decreases by 1d4. The target is Petrified if this reduces that score to 0.

Incite Avarice. *Charisma Saving Throw:* DC 15, one Humanoid the earth whisper can see within 30 feet. *Failure:* The target is Charmed by the earth whisper and it must use its movement to move towards the creature they believe has the most material wealth on their person they can see and make a melee attack against them. If the creature they move towards and attack would be uncertain for any reason the earth whisper chooses the creature they target. *Success:* The target is immune to the earth whisper's Incite Avarice ability for 24 hours.

Earthen Fear. *Intelligence Saving Throw:* DC 15, one Humanoid the earth whisper can see within 30 feet. *Failure:* The target is Frightened. While frightened the creature must attempt to move as deep beneath the surface of the earth as possible. When presented with a pit, chasm, or other surface too steep to walk on, it attempts to climb. If the creature does not know which direction might lead deeper under the earth, it chooses randomly. A creature unable to move deeper into the earth spends its entire turn attempting to dig straight down. *Success:* The target is immune to the earth whisper's Earthen Fear ability for 24 hours.

Spellcasting. The earth whisper's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *Earthen Grasp, Wall of Stone*
- 1/day each: *Move Earth*

Bonus Actions

Earth Bond (1/day). The earth whisper summons an Earth Elemental in a space within 30 feet of it adjacent to a 10-foot area that contains natural stone.

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The Monstrous YouTube Video This Came From: ***The D&D Monster That Made Me Rethink EVERYTHING***

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